Beam

+ ListenToOwner()
+ Beam()
+ Init()
+ ~Beam()
+ RemoveFromSystem()
+ refireTime()
+ GetPosition()
+ SetPosition()
+ SetOrientation()
+ UpdatePhysics()
+ Draw()
+ Destabilize()
+ Dissolved()
+ Ready()
+ Collide()
+ ProcessDrawQueue()

+gun

Mount::REF

+ refire